

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Emere
male Genasi Hybrid

0

Total XP

1000

Defenses

17	15	13	12
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 12) 24	Temp HP
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Current Hit Points

Healing Surges

Surge Value Surges/Day

6	8
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Current Conditions:

Combat Statistics and Senses

Initiative	0
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Conditional Modifiers:

Speed	5
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Passive Insight	10
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Passive Perception	10
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Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<div></div>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

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Saving Throw Mods 1

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Greatsword

7	1d10+3
Strength vs. AC	Damage

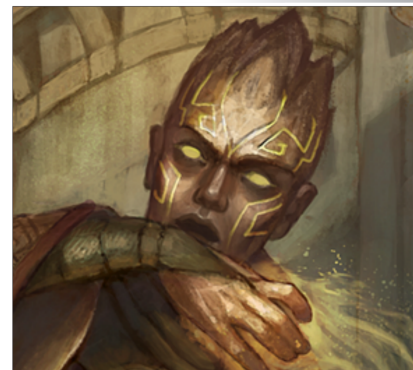
Ranged

Unarmed

0	1d4
Dexterity vs. AC	Damage

Languages

Common, Primordial



Abilities

		Check
STR Strength	17	3
CON Constitution	12	1
DEX Dexterity	11	0
INT Intelligence	17	3
WIS Wisdom	10	0
CHA Charisma	13	1

Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	10
Athletics	Strength	8
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	0
Endurance	Constitution	3
Heal	Wisdom	0
History	Intelligence	3
Insight	Wisdom	0
Intimidate	Charisma	1
Nature	Wisdom	2
Perception	Wisdom	0
Religion	Intelligence	8
Stealth	Dexterity	0
Streetwise	Charisma	1
Thievery	Dexterity	0



Player Name

Emere
Character Name

Character Details

Background

Arcane Sentinel

Theme

Chaosmade

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Greatsword

Waist

Armor

Scale Armor

Tattoo

Ki Focus

Feet

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

86

Carrying Capacity (lbs.)

Treasure

10 gp
0 gp banked

Normal

170

Heavy

340

Max

850

Emere

Player Name

Character Name



Racial Features

Earthshock Strength

Use STR for Earthshock

Earthsoul

+1 to Fortitude; +1 to saving throws; earthshock power

Elemental Manifestation

Choose one manifestation, granting benefits and encounter power and changing your appearance

Elemental Origins

You are elemental, not natural.

Class/Other Features

Cantrips

Gain four cantrips

Chaosmade Starting Feature

Gain elemental origin and the seed of chaos power

Combat Challenge (Hybrid)

Mark targets you attack with fighter powers and gain Combat Challenge

Fighter Armor Proficiency

Gain proficiency with leather, hide, chain, scale, light and heavy shields

Versatile Expertise (Axe)

+1/+2/+3 feat bonus to attack rolls with Axes.

Versatile Expertise (Heavy Blade)

+1/+2/+3 feat bonus to attack rolls with Heavy Blades.

Feats

Hybrid Talent

Gain a hybrid talent option for one of your hybrid class entries

Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

Emere

Level 1 Genasi Fighter/Wizard

HP	SCORE		ABILITY		MOD		AC
	17	STR	3				
Spd	12	CON	1				Fort
	11	DEX	0				
Init	17	INT	3				Ref
	10	WIS	0				
+0	13	CHA	1				Will

10 Passive Insight

10 Passive Perception

Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	• 10
Athletics	Strength	• 8
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	0
Endurance	Constitution	3
Heal	Wisdom	0
History	Intelligence	3
Insight	Wisdom	0
Intimidate	Charisma	1
Nature	Wisdom	2
Perception	Wisdom	0
Religion	Intelligence	• 8
Stealth	Dexterity	0
Streetwise	Charisma	1
Thievery	Dexterity	0

• indicates a trained skill.

Action Point

Base action points: 1



Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Combat Challenge

At-Will ♦ Immediate Interrupt

Melee

Keywords: Martial, Weapon

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy.

Additional Effects

Fighter Attack

Melee Basic Attack

At-Will ♦ Standard Action

Greatsword: +7 vs. AC, 1d10+3 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+3) damage.

Level 21: 2[W] + Str modifier (+3) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +0 vs. AC, 1d4 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Hypnotism

At-Will ♦ Standard Action

Unarmed: +3 vs. Will

Ranged 10 **Target:** One enemy

Your piercing gaze and whispered word let you seize momentary control of your enemy's mind.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: Choose one of the following effects:

- * The target uses a free action to make a melee basic attack against a creature of your choice, with a +4 power bonus to the attack roll.
- * You slide the target up to 3 squares.

Additional Effects

Wizard Attack 1

Wicked Strike

At-Will ♦ Standard Action

Greatsword: +5 vs. AC, 1d10+4 damage

Melee weapon **Target:** One creature marked by you

Your weapon might be cumbersome, but it packs quite a punch when it connects.

Keywords: Martial, Weapon

Requirement: You must be wielding a two-handed weapon.

Attack: Strength -2 vs. AC

Hit: 1[W] + Str modifier (+3) + Con modifier (+1) damage.

Special: You can use the power in place of a melee basic attack.

Additional Effects

Fighter Attack 1

Charm of Misplaced Wrath

Encounter ♦ Standard Action

Unarmed: +3 vs. Will

Ranged 10 **Target:** One enemy

You bend your foe's mind, filling it with wrath even as you twist its senses.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

Effect: The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

Additional Effects

Wizard Attack 1

Used ☐

Driving Attack

Daily ♦ Standard Action

Greatsword: +7 vs. AC, 2d10+3 damage

Melee weapon

Target: One creature

You drive back your adversary with a hail of blows.

Keywords: Invigorating, Martial, Weapon

Primary Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+3) damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude

Hit: 1[W] + Str modifier (+3) damage, and you push the target 2 squares and knock it prone.

Miss: Half damage, and you push the target 1 square.

Additional Effects

Fighter Attack 1

Used ☐

Light

At-Will ♦ Minor Action

Ranged 5

Target: One object or unoccupied square

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

Keyword: Arcane

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Additional Effects

Wizard Utility

Chameleon's Mask

Encounter ♦ Free Action

Personal

You pull strands of shadow, blending your colors and sounds with your surroundings to help you hide from your enemy's sight and hearing.

Keywords: Arcane, Illusion

Trigger: You make a Stealth check.

Effect: You make an Arcana check instead, using that result to determine the outcome of the Stealth check.

Additional Effects

Wizard Utility

Used ☐

Earthshock

Encounter ♦ Minor Action

Unarmed: +5 vs. Fortitude

Close burst 1

Target: Enemies in the burst that are touching the ground

The earth moves in response to your stomping foot or slapping hand, buckling to knock your enemy to its knees.

Attack: Strength +2 vs. Fortitude, Constitution +2 vs. Fortitude, or Dexterity +2 vs. Fortitude

Hit: The target is knocked prone

Special: When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. This choice remains throughout you character's life and does not change the power's other effects.

Additional Effects

Genasi Racial Power

Used ☐

Seed of Chaos

Encounter ♦ Free Action

Ranged sight

When extra effort is called for, your chaos-touched being cannot help but respond.

Keyword: Elemental

Trigger: You or an ally you can see spends an action point to make an attack.

Effect: After the attack is resolved, roll a d6. The triggering character gains the resulting benefit.
1. The character gains a +2 power bonus to attack rolls until the end of your next turn.
2. Until the end of your next turn, the target of the attack takes 2 extra damage each time it is hit with an attack.
3. The creature gains a +2 power bonus to speed until the end of your next turn.
4. Until the end of your next turn, the target of the attack grants combat advantage.
5. The character can make a basic attack as a free action.
6. Until the end of your next turn, the target of the attack cannot shift.

Additional Effects

Chaosmade Utility

Used ☐

Spook

Encounter ♦ Free Action

Personal

You gather the shadows to yourself, so that when you speak, your words drip with menace.

Keywords: Arcane, Nethermancy, Shadow

Trigger: You would make an Intimidate check.

Effect: You instead make an Arcana check and use that result to determine the outcome of the Intimidate check.

Additional Effects

Wizard Utility

Used ☐

Water Stride

Encounter ♦ Minor Action

Personal

You speed across a liquid surface as if it were solid ground.

Keyword: Arcane

Effect: Until the end of your next turn, you can treat liquid surfaces as if they were solid ground but difficult terrain.

Additional Effects

Wizard Utility

Used ☐